

Routing, Energy and Decentralized Decisions

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Report Documentation Page				Form Approved OMB No. 0704-0188	
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1. REPORT DATE 01 DEC 2007		2. REPORT TYPE N/A		3. DATES COVERED	
4. TITLE AND SUBTITLE Routing, Energy and Decentralized Decisions				5a. CONTRACT NUMBER	
				5b. GRANT NUMBER	
				5c. PROGRAM ELEMENT NUMBER	
6. AUTHOR(S)				5d. PROJECT NUMBER	
				5e. TASK NUMBER	
				5f. WORK UNIT NUMBER	
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) University of Maryland, College Park				8. PERFORMING ORGANIZATION REPORT NUMBER	
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)				10. SPONSOR/MONITOR'S ACRONYM(S)	
				11. SPONSOR/MONITOR'S REPORT NUMBER(S)	
12. DISTRIBUTION/AVAILABILITY STATEMENT Approved for public release, distribution unlimited.					
13. SUPPLEMENTARY NOTES					
14. ABSTRACT					
15. SUBJECT TERMS					
16. SECURITY CLASSIFICATION OF:			17. LIMITATION OF ABSTRACT UU	18. NUMBER OF PAGES 19	19a. NAME OF RESPONSIBLE PERSON
a. REPORT unclassified	b. ABSTRACT unclassified	c. THIS PAGE unclassified			

Sensor Network Architecture and Layering

- Sensor network exists typically to do one thing (All custom built.)
- Expensive to pretend sensor is a general purpose computer
- Reduce costs and improve performance by eliminating unneeded functionality
- Layering is “original sin of networking”
- We have little idea how else to build a network
- While we gain experience, we maintain most of layering, with a few optimizations

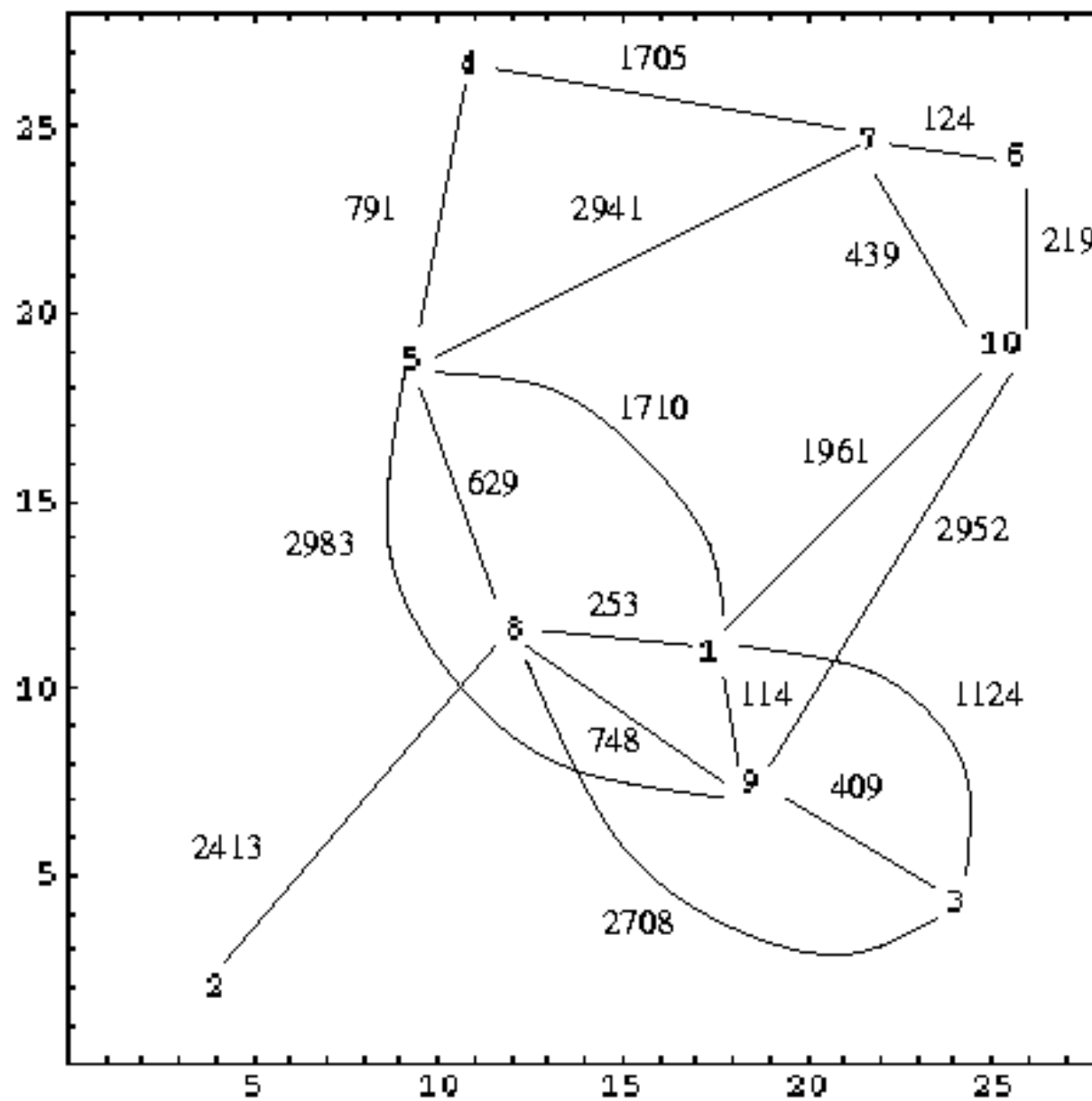
Our application: event detection

- Wireless sensor network of battery-operated nodes.
- Exists to decide, “Does $H=1$ or $H=0$?” and report this decision to a user.
- Examples
 - tank has arrived
 - earthquake pre-tremor has occurred.
 - glacial ice temperature has exceeded a threshold.
- The sensors must organize to:
 - make a joint decision,
 - get the decision to a sink node.
- Two goals: accuracy and “lifetime.”
- Only one application → optimize node operation to achieve goals

Event detection sensor network: Assumptions

- N nodes, one distinguished as sink node. Sink makes final decision about whether event occurred.
- Observations $Y_i^t = 0$ or 1 arrive at each non-sink node in each sensation period t .
- $Y_i^t|H$ are independent Bernoulli random variables.
Given that $H=0$, $\Pr(Y=0)=p$.
Given that $H=1$, $\Pr(Y=1)=p$.
 $p > 0.5$ is known.
- All nodes know neighbors and distances.
- $P_r = P_t/d^a$ $2 < a < 4$
- Error-free communications \rightarrow SNR requirement \rightarrow energy-per-bit-transmitted requirement for each neighbor. The total energy cost to transmit 1 bit successfully on link (i,j) is known to i and j .
- Each node has some initial battery capacity B_i
- Nodes immobile, channel static.
- Delay not considered. Perfect MAC assumed.

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Our contribution

- Routing metrics for Bellman-Ford that capture the notions of:
 - energy conservation (treat energy as cost)
 - residual energy (treat energy as non-renewable)
 - routing diversity (to support application)
- Routing metrics are a convenient place for layers to interact.

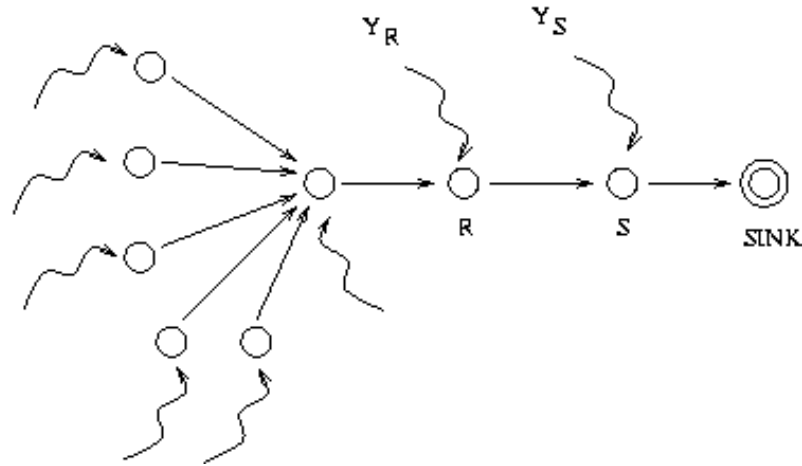
Bellman Ford routing

- Distributed algorithm
- Loop free
- Resulting routing from all nodes to the sink node is an oriented tree, with edges directed toward sink.

Two self-organization models

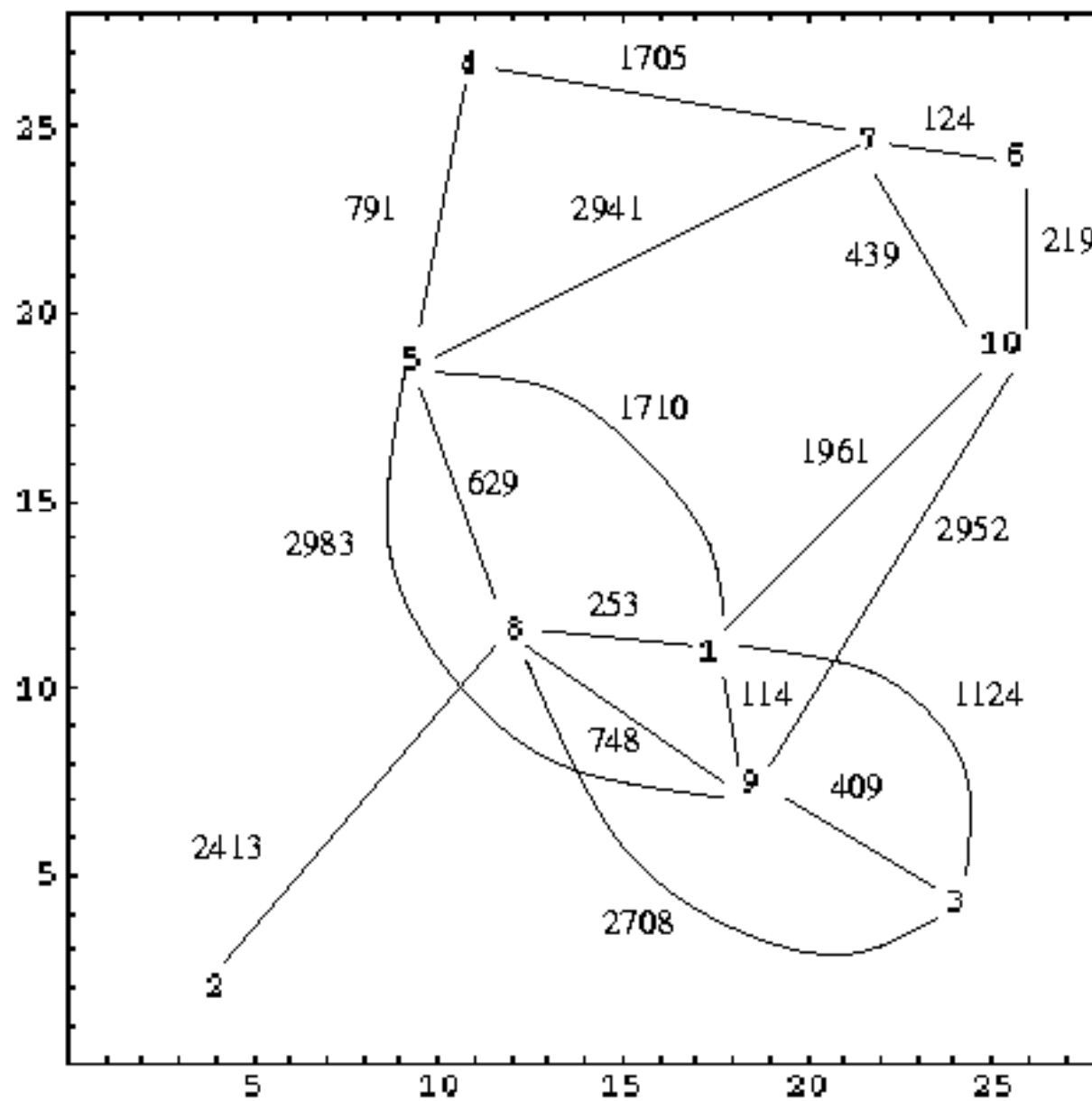
- M1
 - DATA HANDLING: each sensor transmits only 1 bit to its successor in routing tree. This bit is majority(own observation, bits received from predecessors)
 - ROUTING: Link cost $C1(i,j) = \text{Neighbors}(j) / B(i)$.
- M2
 - DATA HANDLING: each sensor transmits two integers to its successor in routing tree. These integers are the sums of all the 0-votes and 1-votes it has received, including its own observation.
 - ROUTING: Link cost $C2(i,j) = \text{power}(i,j) / B(i)$.
- In M1 and M2, sink node makes decision for whole network that minimizes $\text{Pr}(\text{error})$ locally.
- In M2 this is often a centralized decision.
- No claim of optimality.

Why is coalescence of routing paths bad in M1?



- According to data handling rules of M1:
 - if $Y_R \neq U_Q$ then R flips a coin--BAD
 - if $Y_S \neq U_R$ then S flips a coin--BAD
- Want routing tree to be bushy and balanced, especially at sink.
- Let $C1(i,j) = \text{num nbors}(j) / \text{resid battery}(i)$

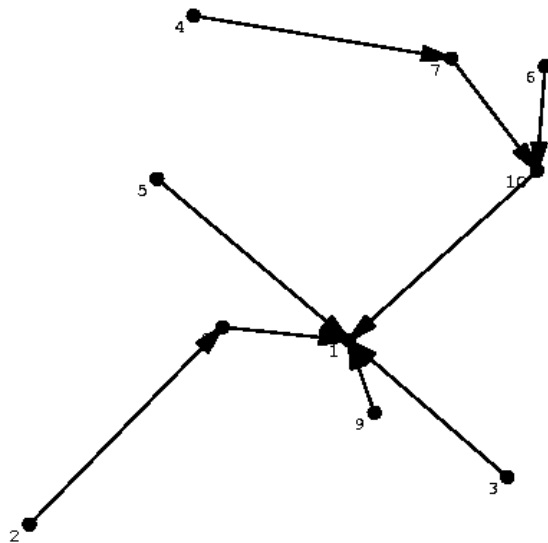
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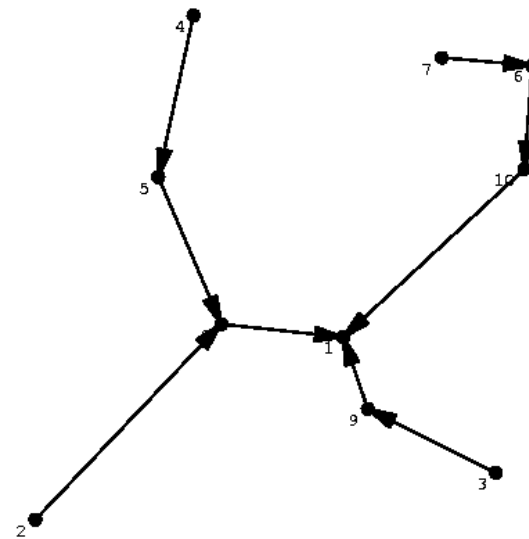
Network evolves over time

- Routing below based on battery capacities (10000, 20000, 30000, ..., 100 000)

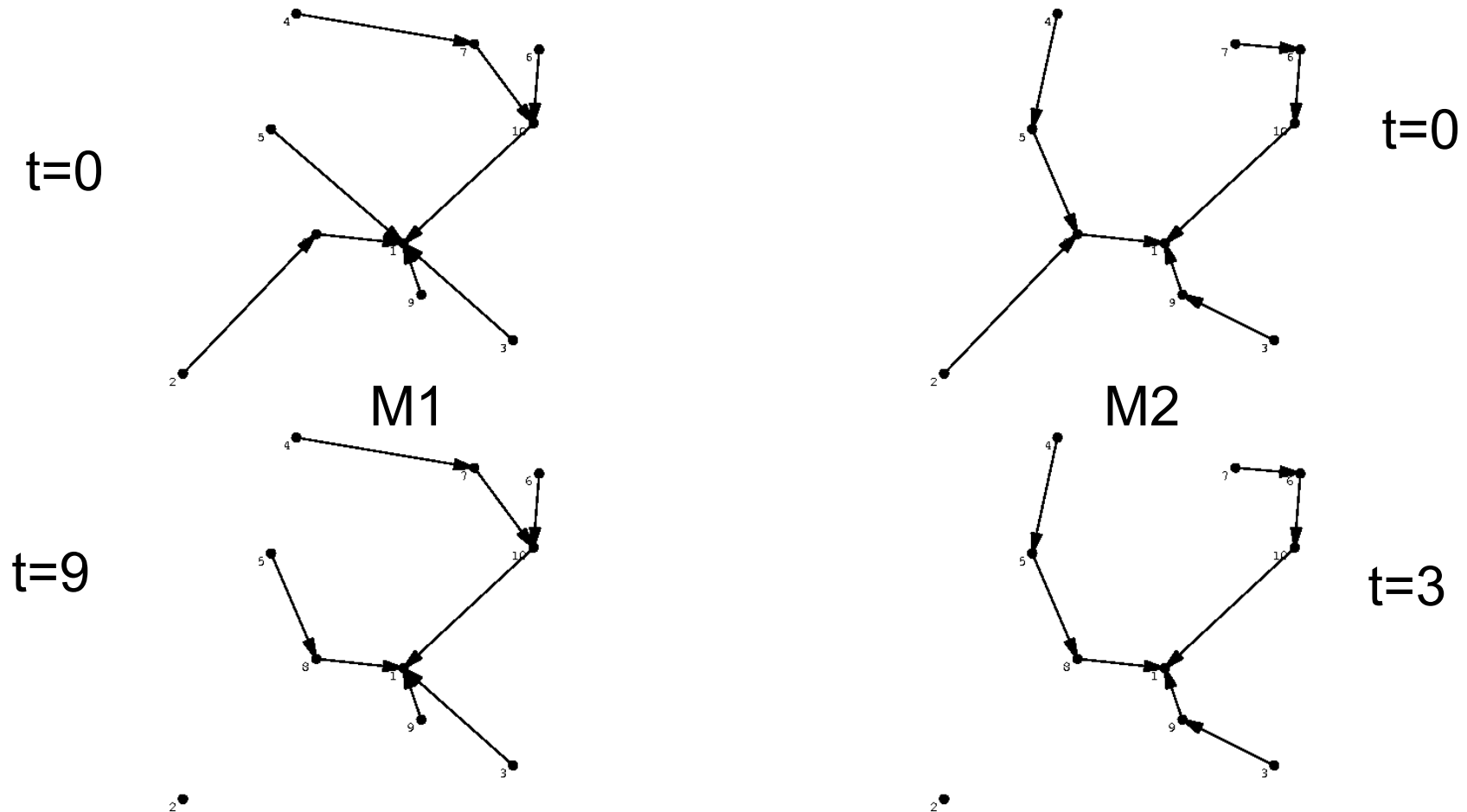
- M1



M2



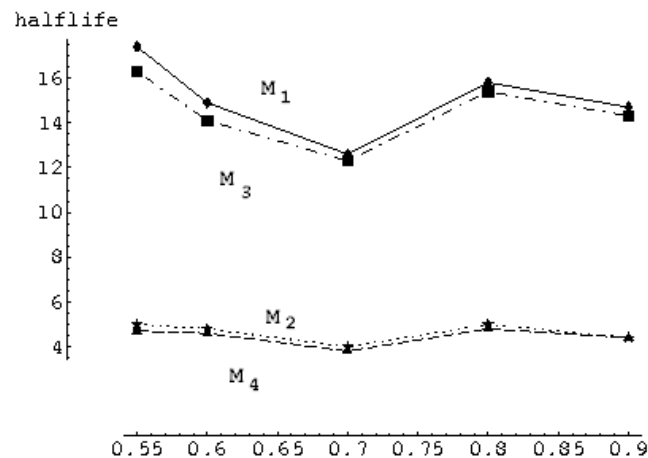
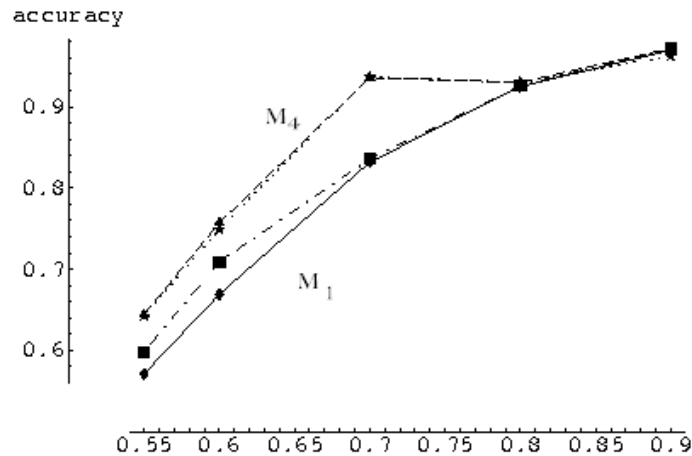
Network evolves over time



Simulations

- $\min_{\text{tree}} \Pr(\text{error})$ is intractable analytically. Therefore, simulate.
- Create a square area such that average number of neighbors per node is 4. Place nodes randomly, including sink node.
- Let T_{death} be the smallest t such that half the nodes lack the energy to successfully transmit a message to any neighbor. Randomly generate the “state of nature” H and a 1-bit observation $Y_i^t|H$ for each node i for $t=1, 2, 3, \dots, T_{\text{death}}$
- Compute T_{death} and $\text{accuracy} = |\{t : U_{\text{sink}} = H\}| / T_{\text{death}}$
- Did at least 200 trials for each combination of $N=10, 20, 40$ and models $M1, M2$ and $p=.55, .6, .7, .8, .9$

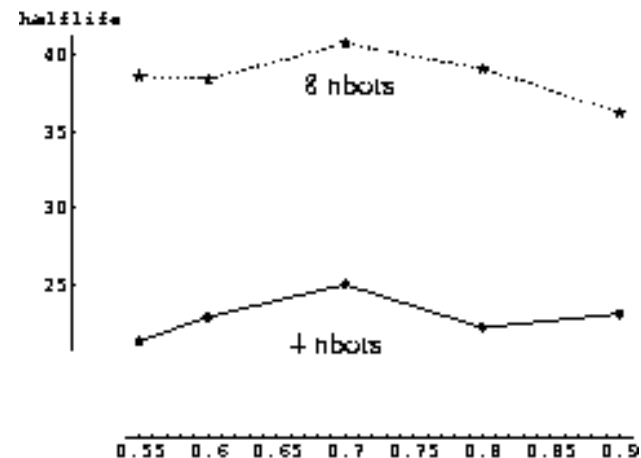
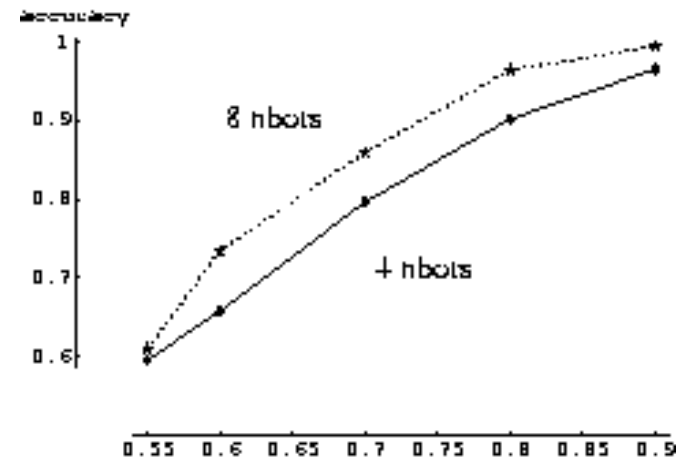
Simulation results



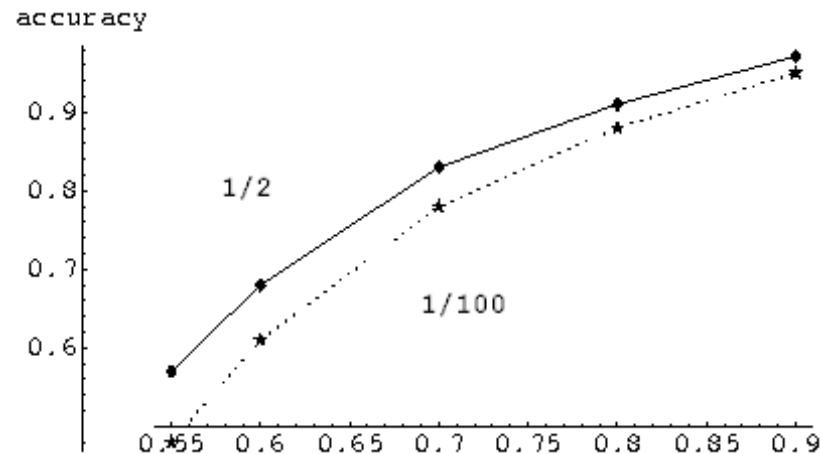
- X-axis is $p = \Pr(Y_i^t = H)$
- M_2 has better accuracy (centralized)
- Difference not as pronounced for high p
- M_1 has longer life

Simulation results

- denser network: make square area smaller so that average number of neighbors is 8 not 4.
- improves accuracy and lifetime
- increasing network size while keeping density constant hurts lifetime and accuracy



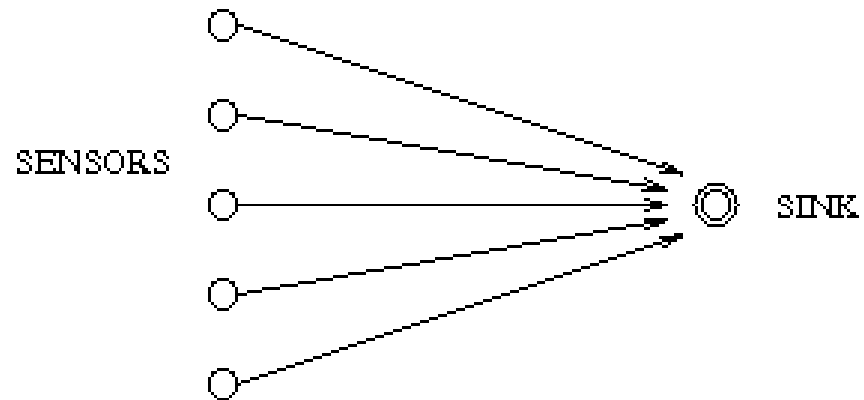
Simulation results



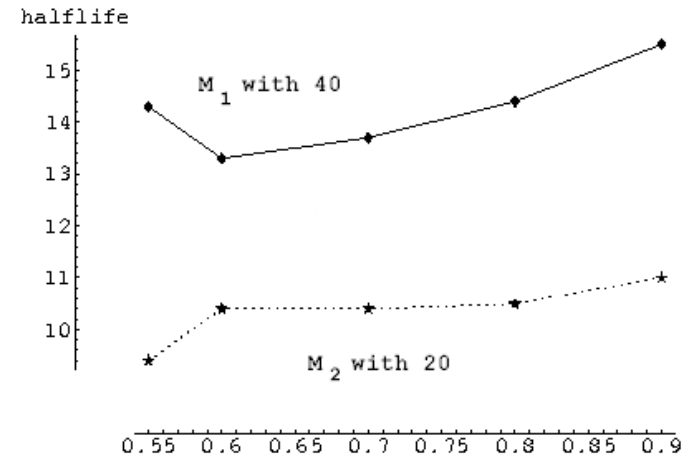
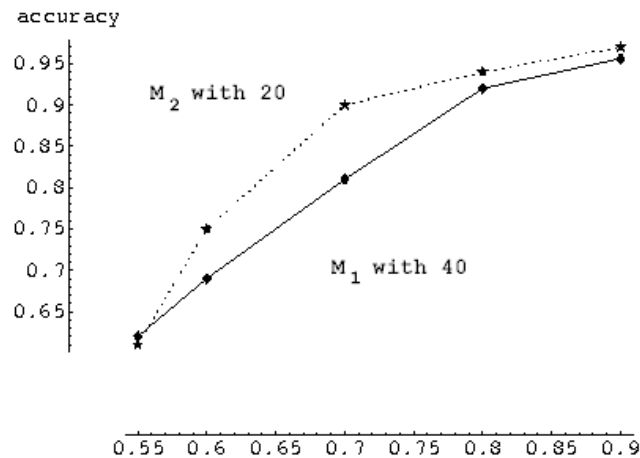
- Unequal prior $\Pr(H=1) \neq 1/2$ (corresponding to rare events) hurts M1 accuracy, because M1 uses majority vote.
- does not affect M2
- does not affect lifetime

Comparison to theory of decentralized decisions

- Shi, Sun & Wesel, Trans Info Th. 2001
- 1-hop (star) network
- “It takes fewer than twice as many sensors transmitting a single bit to give the performance of infinite precision sensors.”
- Rough translation: “M1 with 40 sensors should perform better than M2 with 20 sensors.”



Comparison to result of Shi et al



- M_1 less accurate than theory predicts
- Multihop network: may include wrong local decisions in M_1 ; local weightings may be wrong
- We do not use optimal thresholds--no way to compute them in a distributed fashion.
- Lifetime is offsetting advantage for M_1

Conclusions

- Sensor network doing event detection studied. Trying to optimize (a) accuracy of detection, and (b) network lifetime.
- Cross-layer optimizations: achieved through routing metric: routing interacts with data aggregation (application) and with battery level (physical layer)
- Routing appears to be a convenient place for layers to interact.